

**I CLAIM:**

1. A strategic board game comprising:

a game board having a playing region formed with forty-two positioning spaces, the positioning spaces including first to seventh positioning spaces that are located on a common circular line and that are angularly spaced apart from each other such that each of the first to seventh positioning spaces is located between an adjacent pair of the first to seventh positioning spaces and such that each of the first to seventh positioning spaces is spaced apart from four other ones of the first to seventh positioning spaces by the adjacent pair of the first to seventh positioning spaces, each of the first to seventh positioning spaces being connected to each of the four other ones of the first to seventh positioning spaces by four of a total of fourteen connecting lines that radiate from the first to seventh positioning spaces, the fourteen connecting lines intersecting each other at thirty-five intersection points, the positioning spaces further including eighth to forty-second positioning spaces disposed respectively at the intersection points; and

a plurality of game pieces to be disposed on the positioning spaces, respectively.

2. The strategic board game as claimed in Claim 1, wherein the game pieces include first and second sets of the game pieces, the game pieces in the first set being

distinguishable from the game pieces in the second set.

3. The strategic board game as claimed in Claim 2, wherein the game is adapted to be played by two players, who are respectively assigned with the first and second sets of the game pieces and who take turns in placing their game pieces one at a time on the positioning spaces of the playing region of the game board,

one of the two players, whose game pieces on the playing region of the game board are the first to meet a winning condition set forth in a predetermined set of game rules, being declared the winner of the game.

4. The strategic board game as claimed in Claim 3, wherein the winning condition is one where the game pieces of the same one of the players on the playing region of the game board form any one of a plurality of predetermined winning patterns defined in the game rules.

5. The strategic board game as claimed in Claim 4, wherein the predetermined winning patterns are assigned with different rankings,

wherein one of the two players, whose game pieces on the playing region of the game board are the first to form a highest-ranked one of the winning patterns, is declared the winner of the game, and

wherein, when the game pieces of one of the two players on the playing region of the game board are the first to form a lower-ranked one of the winning patterns, the

other of the two players is given an opportunity to make his game pieces on the playing region of the game board form a higher-ranked one of the winning patterns, such that the other of the two players is declared the winner of the game if his game pieces are able to form the higher-ranked one of the winning patterns, and such that said one of the two players is declared the winner of the game if otherwise.

6. The strategic board game as claimed in Claim 5, wherein each of the winning patterns is formed from six to eight ones of the positioning spaces, the winning patterns formed from six of the positioning spaces being ranked higher than those formed from seven of the positioning spaces, the winning patterns formed from seven of the positioning spaces being ranked higher than those formed from eight of the positioning spaces.

7. The strategic board game as claimed in Claim 2, wherein each of the game pieces in the first set has a printed side printed with a respective odd number that is in the range from 1 to 41 and that is distinct from those printed on other ones of the game pieces in the first set,

each of the game pieces in the second set having a printed side printed with a respective even number that is in the range from 2 to 42 and that is distinct from those printed on other ones of the game pieces in the second set.

8. The strategic board game as claimed in Claim 7, wherein the game is adapted to be played by two players, who are respectively assigned with the first and second sets of the game pieces and who take turns in placing their game pieces one at a time on the positioning spaces of the playing region of the game board, with the printed side of each of the game pieces facing upwardly,

one of the two players, whose game pieces on the playing region of the game board are the first to meet a winning condition set forth in a predetermined set of game rules, being declared the winner of the game,

wherein the winning condition is one where the game pieces of the same one of the players on the playing region of the game board fill any six of the positioning spaces that form any one of a plurality of predetermined winning patterns defined in the game rules, with the sum of the numbers printed on the game pieces that fill said any six of the positioning spaces being equal to a predetermined total.

9. The strategic board game as claimed in Claim 8, wherein each of the first and second sets includes twenty-one of the game pieces.

10. The strategic board game as claimed in Claim 9, wherein the predetermined total is 100.

11. The strategic board game as claimed in Claim 8, wherein, when all of the positioning spaces of the playing region of the game board are filled by the game

pieces of the two players, and the game pieces of each of the two players are unable to fulfill the winning condition where the sum of the numbers printed on the game pieces that fill said any six of the positioning spaces is equal to the predetermined total, the winning condition is changed to one where the game pieces of the same one of the players on the playing region of the game board fill any six of the positioning spaces that form any one of the predetermined winning patterns defined in the game rules.

12. The strategic board game as claimed in Claim 2, wherein the game pieces in the first set are distinguishable from the game pieces in the second set by color.

13. The strategic board game as claimed in Claim 1, wherein the game pieces include forty-two game pieces, each of which has a printed side printed with a respective number that is in the range from 1 to 42 and that is distinct from those printed on other ones of the game pieces.

14. The strategic board game as claimed in Claim 13, wherein the game pieces are randomly placed on the positioning spaces of the playing region of the game board, with the printed side of each of the game pieces facing downwardly, to begin the game,

wherein the game is adapted to be played by at least two players, who take turns in upturning the game pieces

on the positioning spaces one at a time,

wherein one of the players, who is the first to upturn one of the game pieces that cooperates with other previously upturned ones of the game pieces to form a winning set of the game pieces, in which the game pieces in the winning set are disposed on the positioning spaces that form any one of a plurality of predetermined winning patterns defined in a predetermined set of game rules, and in which the sum of the numbers printed on the game pieces in the winning set is equal to a predetermined total, is declared the winner of the game.

15. The strategic board game as claimed in Claim 14, wherein the predetermined total is 100.